

In the abstract:

On a separate page following the claims, please add the following abstract:

5

-- Abstract

The method is for playing a game by providing each player with a sensor for measuring brain wave frequencies of the players. The player moves a unit on a playing area in an x-direction toward the player when the brain wave frequency of the player is at a first frequency and the brain wave frequency of the player is at a second frequency wherein the first frequency is lower than the second frequency. The player moves the unit in a y-direction perpendicular to the x-direction when the brain wave frequency of the player is at a third frequency and the brain wave frequency of the player is at a fourth frequency wherein the third frequency is greater than the fourth frequency.--